Miltech Mission Hub

Introduction

Thank you for purchasing Miltech Simulations' Mission Hub.

Around the same time as the successful release of Supercarrier Pro and the subsequent launch of the CH-47, we recognized the **need for a flexible, expandable, universal, and aircraft-agnostic Mission/Campaign Editor** within Microsoft Flight Simulator. The CH47 served as our initial attempt at implementing a basic mission system - one that relied on predefined, hardcoded missions developed specifically for that aircraft alone.

With the announcement of *Microsoft Flight Simulator 2024* and its new built-in “Career” mode, we initially believed that a custom mission system might no longer be necessary or viable. However, after reviewing the features and limitations, it became clear that - while undeniably fun - it lacks the flexibility and depth needed to support the wide range of mission types and gameplay modes we envision. As a result, we’ve revisited our original concept, aiming to build a system that will remain **fully independent from FS24 Career Mode**, modular, and adaptable across aircraft types and mission profiles.

Drawing inspiration from other campaign-oriented games such as *DCS* and *Arma 3*, we’ve developed a mission system built around a flexible event-action framework. This system allows users to define **Events -** such as area entry, time elapsed, speed thresholds, or altitude levels - and link them to specific A**ctions** like displaying a marker, playing a voice line or message, advancing mission stages, or ending the mission altogether. Miltech Mission Hub enables both developers and users to create and share missions and campaigns for MSFS20 and 24, both on PC and Xbox.

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